

VR & AR Classroom Transformers

Erasmus+ KA220-SCH Project Newsletter | Issue #2

May 2025 – This is us better 2 - “Shaping Realities Together”

Second Mobility in Oradea, Romania – A Dynamic Fusion of Innovation, Culture & Collaboration

The first meeting with students and the second one for the the Erasmus+ KA220-SCH project “VR & AR – Classroom Transformers” took place in **Oradea, Romania** from **May 5–9, 2025**, hosted by **Colegiul Național "Onisifor Ghibu"**. Teachers and students from Greece, Portugal, Curaçao and France reunited to exchange best practices, experience digital innovation, and explore environmental and cultural topics within the region of Bihor.



A Week Full of Discovery and Innovation

Day 1: Welcoming, Sharing & Tasting the World

The week kicked off with a warm welcome from the Romanian host school. Visiting students and teachers had the chance to **present their schools and cities**, fostering intercultural understanding and highlighting the **diversity of European educational systems**. The activities began with the lectures from Vlad Ionescu and Domnica Dzitac, who introduced main aspects concerning the technologies in education and severe environmental problems that Romania confronts.

A **tour of the school** allowed participants to exchange **experiences and teaching practices**. Later, the **International Lunch** became a celebration of cultural diversity, where participants shared **traditional dishes** from their countries.

The afternoon included a visit to the **city fortress and historical landmarks**, including the iconic **Moon Church**, followed by an engaging **discussion on environmental issues** in Romania.





Day 2: Industry Meets Education

A guided **bus tour with Romanian students** gave an authentic feel of the local community. Participants then visited **Qubiz**, a leading tech company, where they learned how **Virtual Reality is applied in industrial sectors**, such as a VR app developed for a tire and rim company. Qubiz stands as an example of **sustainable, long-term digital transformation** in action.



Day 3: Nature, Technology & Culture Intertwined

The group embarked on a **cultural excursion to the Bihor region**, visiting **lakes, caves, and thermal springs**. These natural wonders were linked to broader discussions on **environmental sustainability and digital innovation**, sparking ideas for interdisciplinary teaching.

A **traditional Romanian meal** brought everyone together in celebration of local heritage.





Day 4: Augmented Realities and Rising Talents

Participants attended a **Smart Lab workshop** exploring the **Insta360 camera** and its classroom applications.

They met **Pirvulescu Șerban**, a former student and national Olympiad finalist, who inspired participants with his academic and personal achievements in informatics.

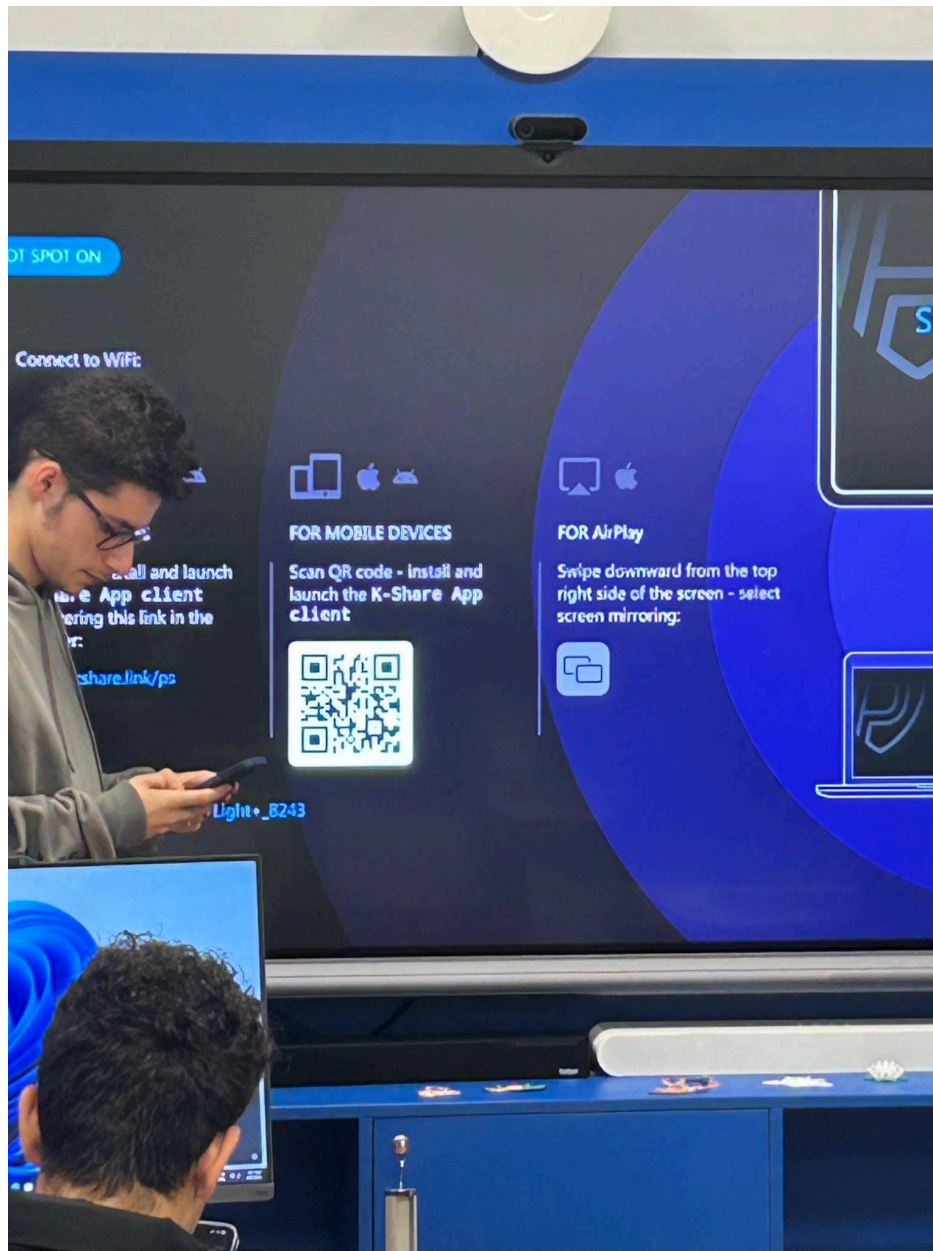
Workshops continued with training in **Adobe Aero**, a cutting-edge tool for building Augmented Reality experiences. Teachers and students learned how to **add and animate 3D objects**, manipulate surfaces, and create **interactive AR scenes** with multiple triggers.

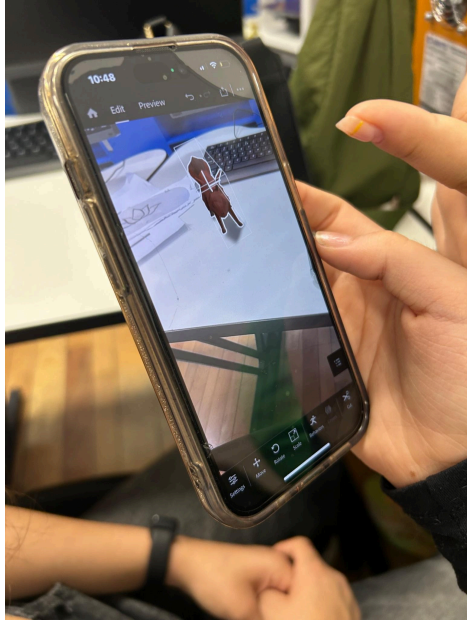
🔗 Check it out: [How to create VR/AR projects in Adobe Aero](#)

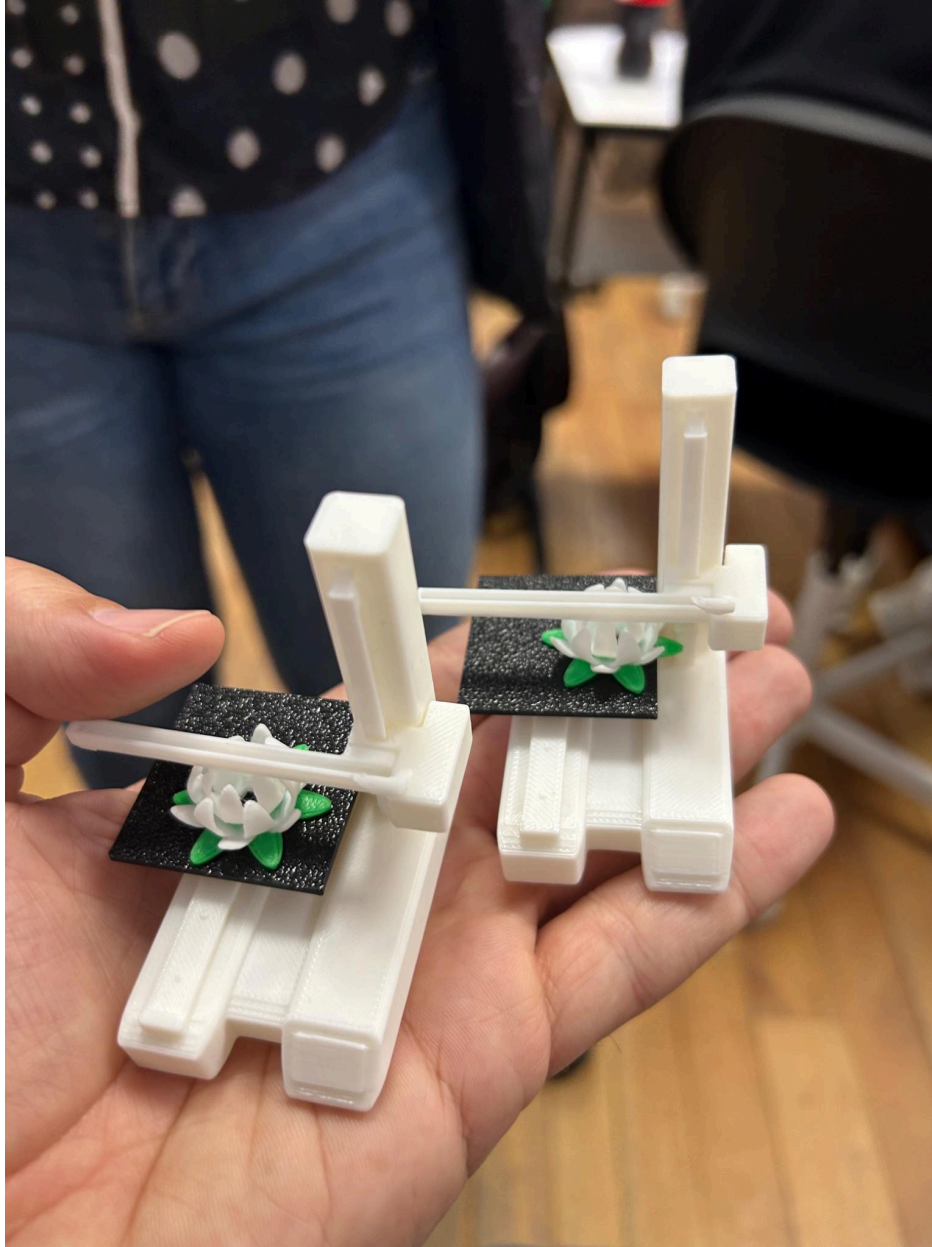
Later, **Antonia Moga**, a 2nd-year student, presented her project on **"Shaping Realities: Innovations and Opportunities"**.

We were thrilled with the participation of Antonia Mora, which exemplifies the potential of young women in the technology sector. Her achievements serve as an inspiring reminder that with encouragement and opportunity, young women can excel in this domain. Our project aims to foster an inclusive environment that empowers all participants, particularly girls, to pursue their passions in technology and innovation.

Hands-on **craftwork using 3D pens** allowed students to explore **3D printing and prototyping** in creative ways.







Day 5: Robotics and Beyond

The final day featured an exciting **robotics session**, with student **Răzvan Maciar** showcasing a **line-following robot**. As part of an internationally recognized robotics team, he also introduced the concept of **humanoid robots using AI and computer vision**.

The motto **“You are always one click away from knowledge”** inspired participants to keep learning and exploring.

Participants also engaged with **educational materials from partner countries**, emphasizing mutual learning.



The week ended with a **certification ceremony** and an emotional farewell, enriched by **360° videos and photos** capturing the entire experience.



Participants' Reflections

Let's make learning more inclusive! Students with special needs may benefit from extra time or personalized, adaptive tasks that match their pace and style. Every learner deserves the chance to shine!" Claudia from Madeira, Portugal

"Unlock the full potential of your tech! Try using the camera and AR glasses in different activities—from interactive storytelling to science explorations. Let imagination lead the way!"
Jonathan from Martinique, France

Next Stop: Greece!

The next mobility will take place in Greece, where participants will continue developing their VR/AR and 3D projects with a focus on inclusive education and climate awareness.

Stay tuned and follow our journey as we transform classrooms—one reality at a time!



Erasmus+ KA220-SCH Project Team

Participating Organizations & Countries

- **Lycée Professionnel Lumina Sophie Batelière** (France)
- **Colegiul National "Onisifor Ghibu"** (Romania)
- **Stichting RK Schoolbestuur** (Curaçao)
- **Dijital Girisimci Yenilikci Eğitimciler Dernegi** (Turkey)
- **Escola Básica e Secundária Dr. Luís Maurílio da Silva Dantas** (Portugal)

- **Peiramatiko Gymnasio Rethymnou Panepistimiou Kritis (Greece)**
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Links & QR Codes

Scan the QR codes to explore additional information:

📌 **Official Project Website:**



📌 **Facebook Page:**



📌 **Photos & Videos from the Mobility:**

